

Plans for Integrated Simulation and Reconstruction Framework



Yury Kolomensky
UC Berkeley



Existing Software Infrastructure



- Much progress made on MECO simulations thus far
 - Two simulations packages, based on Geant3 and Geant4
 - Beamline simulations, backgrounds, detector resolutions and efficiency
 - Reconstruction code
 - ☞ L-Tracker Pattern recognition, fitting integrated into GMC
 - ☞ Standalone T-Tracker PatRec and Fitter
 - ☞ Calorimeter response
- Covered in the previous talks
- A handful of developers, somewhat disjoint package structure

The Next Steps

- Key questions for the experiment
 - Magnet design and impact on physics capabilities
 - ☞ E.g. field uniformity
 - Longitudinal vs Transverse Tracker design
 - Trigger and DAQ development
 - ☞ Calorimeter reconstruction, tracking
- These will require increasingly more sophisticated software capabilities
 - Detailed simulations
 - Integrated reconstruction algorithms
 - Standard benchmarks
 - ☞ Signal and backgrounds
 - ☞ Geometry
 - ☞ Fields

Integrated Simulation/Analysis



- As the sophistication of the software increase, and more people get involved in the project, overall design issues become important
 - Integration of simulation and reconstruction/analysis
 - Flexibility (various detector packages, physics signatures, backgrounds)
 - Code maintenance and portability
 - Documentation
- Ultimately, would like a system that can be migrated to online and offline operation w/o major redesign

The Framework



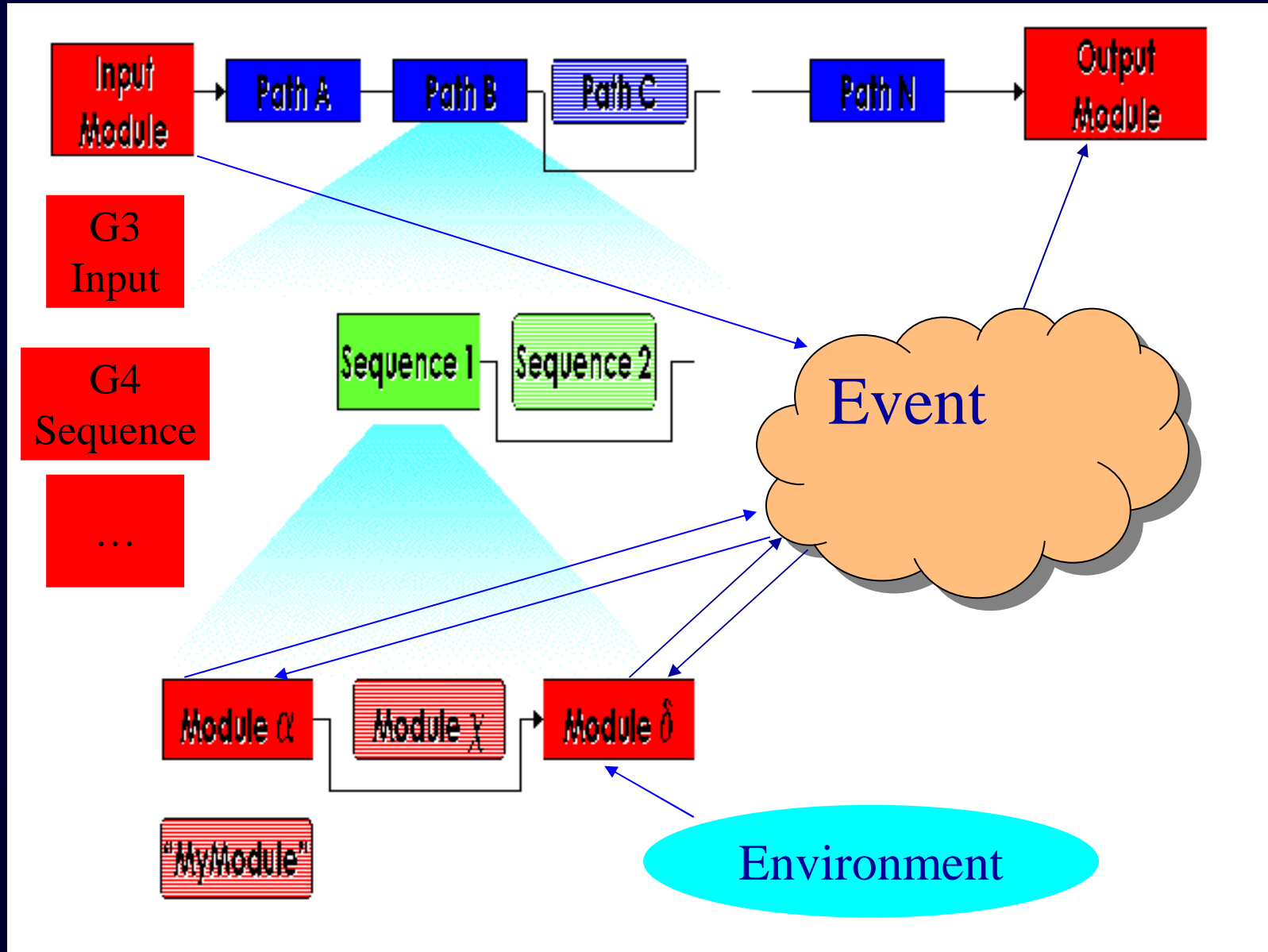
- A fairly flexible online/offline system was designed by CDF/BaBar
 - Based on C++ and tcl scripting language
 - Modular structure to accommodate different inputs, outputs, execution sequence
 - Extensive and extendable set of build tools for various architectures (Linux & Solaris, historically supported OSF and HP-UX)
- In various flavors exists in major HEP experiments
 - BaBar, CDF
- I have a lot of experience with the internals of this Framework, having ported it at least twice (E158, ILC nanoBPM project)
 - ☞ No wheels invented here

The Framework: Best Features



- Execution is organized in *modules*: chunks of code which perform specific tasks
 - ❑ Abstract interface for each module: beginJob(), endJob(), beginRun(), endRun(), event()
 - ❑ Each module is independent of each other (code dependence management: code in parallel) but modules pass data to each other
 - ❑ Execution sequence (which modules are run and in what order) can be changed at run time with tcl scripts
 - ☞ Online, simulation, offline is handled that way
 - ❑ Event structure is extensible
 - ☞ Type-safe interfaces to add/get data to/from event; only modules that directly use particular data objects need to know about them
 - ❑ Extensible Run-dependent environment
 - ☞ Handle “constants” that change slowly in a type-safe manner
 - ❑ Tcl run-time interface
 - ☞ Change parameters of modules, add/remove modules, change inputs/outputs, etc.

The Framework



Code Management



- Code organized in packages
 - Each package is responsible for specific task (e.g. calorimeter digitization, PatRec, etc.)
 - Corresponds to a linkable library
 - Assigned to a responsible person
- By default, code base is in CVS
 - Accessed either by AFS or ssh
 - Revision system: allow parallel development, version control
 - Handles merges, creation/deletion of new files and packages, fallback mechanism

Code Management (cont)



- Regular software releases

- Snapshots of software, taken periodically

- ☞ Every few months

- ☞ Copies of releases can be either installed locally, or accessed (AFS) from the central location

- ☞ Each user downloads a small snapshot of the release, checking out only packages they need to recompile

- Build tools: SoftRelTools (SRT) from BaBar

- Several OS/compiler architectures

- ☞ Solaris, RedHat/SL Linux fully functional

- Language support for Fortran, C, C++, Java, ROOT shared libraries

- Again, no need to reinvent the wheel

Where Do We Start ?

- I'm starting on porting the MECO simulation into The Framework
 - Inputs: GMC and G4 simulations up to hit creation
 - ☞ GMC inputs through disk files, G4 through either disk files or Framework input modules
 - ☞ Backgrounds through disk files
 - Digitization: from hits to digital signatures (digis)
 - Reconstruction
 - ☞ Fortran-based PatRec and C++-based TTracker PatRec
 - Outputs: ROOT/HBOOK
 - Other simulation and reconstruction packages to be incorporated (e.g. calorimeter, trigger)

Manpower

- Most of the hard work is actually in subsystems
- Software infrastructure: ~1 FTE
 - Code port/maintenance, optimization, release building, QC/QA
 - ☞ ~1 FTE at the start of the project, tail off when operational
 - The rest in subsystem code
 - ☞ Estimate ~1 FTE for simulations/reconstruction for each major subsystem (L-tracker, T-tracker, Calorimeter and Trigger, CR shield, magnet), mostly committed
 - ☞ Plenty of opportunity for new blood